Alfa Romeo Racing Italiano™

EVERYONE

E

CONTENT RATED BY ESRB

VALCON GAMES

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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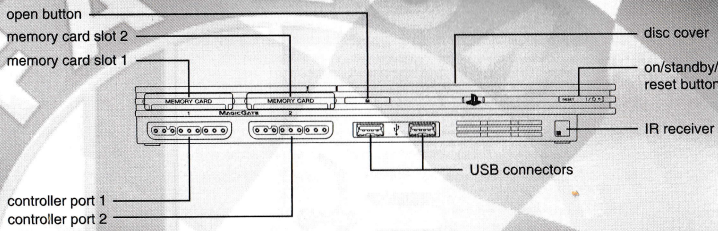
INTRODUCTION

Alfa Romeo Racing Italiano - is the driving simulator that carries the official Alfa Romeo license and which revolutionizes the concept of racing games by introducin a Role Playing structure completely focused on the Drive Within the simulation concept, the correct reproduction of physical characteristics, some stresses and responses to the controls in the vehicles, are complemented by the behavioral "simulation" of the Driver during a race; all thi offers the player the opportunity to improve himself, right up to becoming a veritable "legend" of four-wheel racin through a system comprised of Levels,
Experience Points, Skills and Gear which, alongside the manual confidence acquired by playing, helps them gro and progress in their career.

WARNING

The cars in this game may differ from the actual vehicles movement and performance. Do not copy or imitate the driving maneuvers shown in this game. Always remembe that when driving a car in real life to drive/ride safely and show consideration for other road users. Always obey posted speed limts and traffic signals.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the ALFA ROMEO RACING ITALIANO disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Note: If you wish to play two player mode, please ensure that two controllers are connected before turning on your console.

PROFILE MANAGEMENT

Initially you can select only New Profile; subsequently you will be able to return to the Profile Management through the Main Menu and choose the other items.

NEWPROFILE: Select OK to create the profile.

LOAD PROFILE: Select a profile to load and press X to proceed.

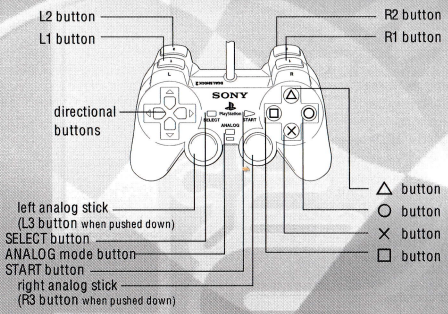
SAVE PROFILE: With this function you can save your current profile. Select an "Empty" slot and confirm your choice by pressing X. It is also possible to overwrite an existing profile, but you will lose the data saved in the old profile.

IMPORTANT: Before proceeding to the save, make sure that a memory card (8MB)(for PlayStation®2) has been inserted into MEMORYCARD slot 1. While saving do not remove the memory card (8MB)(for PlayStation®2) nor switch off the console.

DELETE PROFILE: This function allows the deletion of one or more profiles saved on the memory card (8MB)(for PlayStation®2).

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Directional buttons	menu and item selection	△ button non-race	return to previous screen
Left analog stick	steer car	L1 button	left view
× button	accelerate	L2 button	gear shift down
× button non-race	confirm/select highlighted menu item	R1 button	right view
□ button	brake (also reverse with automatic transmission)	R2 button	gear shift up
		L1 + R1 buttons	rear view
○ button	parking brake	START button	in-game pause menu
△ button	tiger effect	SELECT button	change in-game view

GAME SCREEN

1 - Current position
2 - Current lap
3 - Short range map
4 - Tachometer/ Speedometer
5 - Elapsed time
6 - Best lap
7 - Previous lap time
8 - Indication of your driver condition (green)
9 - Indication of your car condition (blue)
10 - Tiger effect indicator
11 - Earned experience display

During a race additional on-screen elements will appear such as, opponent car & driver condition, checkpoint times, and bonus goal indicators for certain drivers. The opponent car & driver condition bars will only appear when you are close to an opponent.

ROLE PLAYING ELEMENTS & SKILLS

This is where Alfa Romeo Racing Italiano differs from almost every other racing game. Just like a traditional fantasy role playing game, your driver gains experience and level as you play the game. With each increase in level comes a skill point increase, and you decide in which of the 9 skill areas to spend it.

When you first start up Dynasty Mode, take time to review all the skills available, and see what skills you'd like to build up. Initially, you will only be able to spend skill points in the 1st three skill areas, but as your driver levels, more skill areas will open up. Once a skill point is spent and a profile saved, it cannot be unspent so make your decision carefully.

Tiger Effect

During a race, you have the ability to rewind time and create a 'do-over' by using your Tiger Effect. The amount of time you can rewind and how often you do it are dictated by your skills (Vision and Anticipation). Pressing and holding △ will initiate the Tiger Effect. The longer you hold the button down, the more time will be un-wound and the longer it will take to recover your Tiger Effect.

Car Condition

Your car starts a race with a preset condition value. Every bump or jolt you incur during a race will reduce this condition. If the condition reaches zero, then you will be eliminated from the race. It is important to race cleanly and maintain a healthy car condition. Opponent drivers also have to be concerned about the condition of their own cars. If an opponent's car condition is reduced to zero, then they are eliminated from the race.

Driver Condition

Your driver starts with a preset condition value. The driver's condition is reduced when they are intimidated by other drivers during a race. While your driver is being intimidated you will hear a beating heart sound effect, letting you know an opponent is on your tail. If your driver's condition reaches zero, then he will panic and it will be harder for you to clearly see the track ahead. After a time, the panic will fade, and your driver's condition will slowly recover. If you manage to shake an opponent off your tail, your driver's condition will also recover, albeit slowly.

Gear

The equipment your driver wears can have a major impact on their abilities and skills. Unlike other racing games, with Alfa Romeo Racing Italiano, you will customize your driver and not the car. You can improve your drivers grip, braking, tiger effect and other abilities through the use of different gear.

WARRANTY

90 DAY LIMITED WARRANTY

Valcon Games LLC ("VALCON") warrants to the original consumer that this PlayStation® game disc ("GAME DISC") from VALCON shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, VALCON will replace the GAME DISC free of charge.

To receive this warranty service:

1. Notify the VALCON consumer service department of the problem requiring warranty service by using our support website at www.valcongames.com/support or via email at support@valcongames.com referencing Alfa Romeo Racing Italiano warranty in the subject line.
2. If the VALCON service technician is unable to solve the problem by email, he/she will instruct you to return the entire GAME DISC to VALCON freight prepaid at your own risk of damage or delivery. We recommend sending your GAME DISC certified mail. Please include your sales slip or proof-of-purchase within the 90-day warranty period to the address given to you by the service technician.

This warranty shall not apply if the GAME DISC has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SETFORTH HEREIN. IN NO EVENT SHALL VALCON BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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LEGAL

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The Alfa Romeo Story:

Alfa Romeo's history spans ninety-five years and is packed full of remarkable stories, races, great engineers and designers, an immense passion for sport, car design, and much, much more...

Alfa Romeo started out of the ashes of a failed company started by Frenchman Alessandro Darracq in 'il Portello' Milan. Originally called Anonima Lombarda Fabbrica Automobili, A.L.F.A began by making a 24HP sports car and high performance four cylinder engine, designed by Giuseppe Merosi in 1911.

Impacted by World War I, A.L.F.A moved into the production of military equipment until 1920 when they changed the name of the company to Alfa Romeo Milano. It was a car racing under this new name that won a race at the Mugello circuit in Tuscany, and the same model driven by the soon to be famous Enzo Ferrari placed 2nd at the Traga Florio.

Alfa Romeo Milano continued to have success at the racetrack and even had formed a short lived collaboration with Enzo Ferrari by creating the Scuderia Ferrari. Unfortunately, this joint venture was abandoned in 1933, and Ferrari never looked back!

Alfa Romeo Milano managed to mirror its success on the European racing sene with success in the United States, by winning the 1936 Vanderbilt Cup in New York with the Tipo 12-C driven by Tazio Nuvolari, Alfa's first 12 cylinder car.

Once again, world history impacted this race car company, and World War II saw Alfa Romeo Milano divert all of its efforts to producing airplane engines. After the war ended, sport and rally car production began again, culminating with the Tipo 158 taking 1st place at the 1950 Formula 1 World Championship.

In 1956 Alfa Romeo Milano matched its race track prowess with great retail success, by launching the Giulietta Sprint, one of the most loved and most wanted of all Italian cars at the time.

The 1960's were a very special time for Alfa Romeo, they changed their name, by dropping Milano, opened a new production facility just outside Naples and introduced their first front wheel vehicle, the Alfasud. This car was exported to many European countries and was very affordable.

Things continued with Alfa Romeo introducing many more models, both 'standard' and sporty, but always with Italian style into the market through the 70's and 80's. They also continued to participate in Formula 1 until 1987 when they became part of the FIAT family. The first car to spring from this new situation was the 164, a FIAT body with an Alfa Romeo engine.

Alfa Romeo Today

The new millennium paved the way for the 147, a successful model that was awarded the Car of the Year in 2001, and in the same year Alfa Romeo placed first in the Constructor's Championship at the FIA European Touring Car Championship. Early 2005, FIAT announced a new Italian luxury vehicle plant drawing on the experience of Alfa Romeo and Maserati, the fruits of which were evident with the new models unveiled at the 2005 Geneva Motor Show. So the Alfa Romeo amazing story of style, speed and technology continues...

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